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## **ABSTRACT:**

The Project: "Quiz Application" is a collection of number of different types of quizzes like technical, General knowledge, English Grammar, Quantitative Aptitude etc. A user can access only one quiz at a time. There will be limited number of questions and for each correct answer user will get a credit score. User can see answers as well as can ask a query related to it. There are many Realtime quiz applications available currently on internet. But there are few Which provide better understanding between users and the application like, providing proper answers, user query solving, uploading user questions as well as answer to it, etc. We create a MCQ Quiz application Include Database activity using HTML, CSS and JavaScript, Bootstrap, NodeJS Technology, HTML is used to display content on webpage, CSS is used to style HTML document, JavaScript is to make a timer, Django is a python framework, to develop a user friendly application, our application will contain options as per the user requirements (like no of sections) Login and logout system- The user needs to register on the website, GUI, and (s) he can give the test and the results will be provided as the user completes the test and the test will be automatically submitted to the database then the user has complete access over his/her account and the order of questions changes for different users and also the website compatible to use on different devices and also the ranking is provided as per the score gained by the user and at last we will provide key along with feedback form

**Keywords:** Multiple Choice question (MCQ), Graphical User Interface (GUI), Database Activity, Login and logout, RealTime, Quiz Application, Website

## **1. INTRODUCTION**

Online Quiz are an important method of evaluating the success potential of students. This research effort the individuals under consideration were students who would be enrolling in computer courses or Technologies Registrations. A prototype of a web-based placement Quiz system is described from the standpoint of the research effort, end user, and software development. ClassMarker's secure, professional web-based Quiz maker is an easy-to-use, customizable online testing solution for business, training & educational assessment with Test & Quizzes graded instantly saving your hours of paperwork. We have designed this website with the purpose of allowing the students to give exams and view their results and ranking, this quiz website provide a great platform for practice and solving query by taking feedback from the user, which is having great user interface, Our aim is to develop a application user can choose his/her own choice Firstly we have to make interface for Home page, Registration, Login page, Question Attempting forum, Result page and also key page. These all pages have connectivity with the server and database.

## **2. LITERATURE SURVEY**

### **2.1 QUIZ**

Quizzes can add insight and enhance students' abilities about the subject matter that is being learned. Quizzes can also stimulate students to learn. said that the use of technology in the learning

process will cause excitement because students interact with levels. This condition of pleasure is an important factor in learning effectiveness. Besides that, various kinds of activities such as analysis, drawing, visualization and exploration can be carried out using applications such as multimedia, quiz creator and so on.

## 2.2 WEBSITE

Understanding the website is an internet facility that connects documents in a local or long-distance scope. Documents on the website are called web pages and links on the website allow users to move from one page to another (hypertext), both between pages stored on the same server and servers around the world.

## 2.3 APPLICATION

Application software is a subclass of computer software that uses the computer's capabilities to perform a task that benefits the user. Examples include word processors, worksheets, and media players. Packages of these applications can interact with each other to benefit the user.

## 3. PROPOSED MODEL

Unlike the other Application Where You need to make account for every quiz you want to login by user name and password and then you will get access to all quizzes from it and implementing, three levels (HIGH, MEDIUM, LOW) and at last view their results and ranking (as per score) and feedback is provided.

The proposed system is an application will help in improving the knowledge and accuracy.

### 3.1 Methodology

The methodology contains the following Steps:

Step 1: Start.

Step 2: Sign up for the Account.

Step 3: Sign in after successful signup.

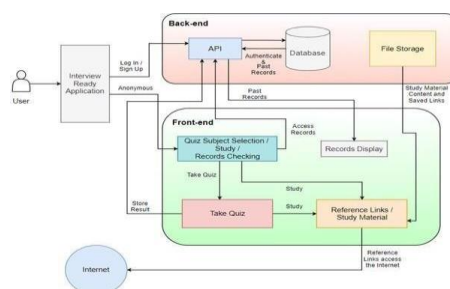
Step 4: User Choice for Choose Session

Step 5: Start the test

Step 6: Solve each question within the time limit

Step 7: After completion, check your score.

Step 8: Exit.



**Figure-1: Architecturediagram**

### 3.2 Objective

The Main Objective of Online Quiz is User-friendly system are not only needed for the creator, but also for participants. A responsive design is an approach where the web designer wants to reach an optimal web experience for a wide range of devices. Multiple choice is the options you can use with our online Quiz system. Having more than one option is necessary to check several types of knowledge. Auto quiz publish, login with username and password. Firstly, Web based quiz application software is developed for students to test their knowledge. Secondly, no installation is required to run the application in client's system. Thirdly, manual work and time taken get reduced. Fourthly, corrections are done automatically by the system. Fifthly, marks allocated for each question are added automatically based on correct answer to determine the result of the test. Sixthly, reports are generated automatically at the end of the test. Seventhly, correct answers are highlighted with green color and wrong answers with red color and

finally, student result can be saved and can be retrieved at any time.

### 3.3 An Overview of Quiz Question Types

Depending on the course learning outcomes presented, quiz questions should be constructed in alignment with the level of difficulty to be tested on the students. Generally, quizzes are used for two reasons; to assess students' performance, and for training purposes to facilitate students to check their level of understanding of the courses learnt. Quizzes can be divided into two types:

**Performance-based quiz** which aims to help instructors evaluate student performance in the form of scores or marks as Outcome Based Education (OBE).

#### Practice-

**based quiz** which is used only for training purposes primarily to provide immediate feedback to students for self-assessment, without having to worry about the impact of their scores on the final result.

### 3.4 The Advantages of Quiz

- Quiz can assist students in the learning process. This is because Quiz is perceived to be able to help improve accuracy, reduce boredom due to online learning at home.
- Quiz increasing students learning comfort, attractive, colorful, and easy-to-use design of the application makes it comfortable for the students to operate.
- Real-time design Quiz with a time limit for each problem or question helps teachers to monitor the process because students do not have time for cheating, mocking, and discussing with their friends during an assessment.
- Quiz is proven to be able to increase students' motivation during the learning since it has a competitive nature which makes it more challenging for the students to learn through it.
- Quiz is designed and arranged to support the development of concepts and understanding in preparing for assessment by asking appropriate questions and spacing quiz.

### 3.5 LIMITATIONS AND DRAWBACKS

Unregistered users can only access the homepage not anything else, Student only can check their result by the help of Admin, there might be connection or internet problems.

## 4. TABLES

**Table.1 REGISTERTABLE**

Sr.No.	Variable name	Type	Size	Constraint
1.	id	Int	10	Primary key
2.	FullName	Varchar	50	NotNull
3.	Email	Varchar	50	NotNull
4.	CollegeName	Varchar	50	NotNull
5.	Password	Varchar	50	NotNull
6.	DOB	Date		NotNull
7.	Address	Varchar	50	NotNull
8.	ContactNo	int	10	NotNull

**Table.2. QUIZTABLE**

Sr. No	Variable name	Type	Size	Constraint
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1.	Q_id	int	10	PrimaryKey
2.	Title	Varchar	50	NotNull
3.	True_ans	int	50	NotNull
4.	False_ans	int	50	NotNull
5.	Total	int	50	NotNull
6.	Ans_id	int	50	NotNull

**Table.3ANSWERTABLE**

Sr. No	Variablenam e	Type	Size	Constraint
1.	A_id	int		PrimaryKey
2.	Answer	Varchar	50	NotNull
3.	Ans_id	int	50	ForeignKey

## 4.2 TESTINGPROCEDURE

TheProjectneedtobefullytestedasitneedstobeintegratedto an internal existing system. Also the data that it processesanditsaccuracyasequallyimportant.Sincesystemworksonthe networkit was thoroughly tested internally and can onlythenheimplemented inclementlyto theothermodules.

Exam settings menu: In this menu, the admin can enter information about the deadline for the work, the minimum score, the status of the exam, and regulations. When the working time is over, then all the user answers are automatically saved and will pass or not pass for each user. Admins can also set a minimum grade for graduation in one subject. The regulations made can be adjusted for each admin who is in charge of the subject matter concerned. After all the information has been entered, the admin must click the update button to display all the information when quiz is held.

## 4.3FEATURES OF SYSTEM

- Random generation of test questions
- User Selectionchoice
- Threelevels(High,Medium,Low)
- Quiztimer
- Theresultandrakingwillbeshownimmediatelytotheparticipatingstudents
- Feedback

## 4.4 PERFORMANCE REQUIREMENTS

- Response Time: The system shall give responses in 2 sec after user login.
- Safety Requirements: All logged information, updates, user activities are securely stored.
- Security Requirements: Any modification for the Database shall be synchronized and done by system.

## 5. RESULTSANDDISCUSSION

User can attempt any type of quiz at a time in a given list. Result will be shown at the last for participating students. Users can know his / her knowledge in current world andbased ontheScore rankingwillbe provided.

Once the user starts his/her quiz they need to attempt all the questions then only the quiz is submitted

to the database. Once the user submits their exam the result is automatically stored. The user has a chance of providing his/her feedback at the feedback form.

## **5.1 FUTURE SCOPE**

The scope of this project is very broad in terms of gaining knowledge and sharing knowledge and sharing knowledge among world. Few points are: 1. Can be used anywhere any time as it is a web-based application. 2. This application will be used in educational institutions as well as in corporate world. Developments in Software technology are continuing dynamically and this has forced to look for new approaches to design and development. In order to face this situation, the modules in the application can be subjected to further enhancement. It can also be used by a person for his/her Self-improvement and knowledge test.

## **6. CONCLUSION**

Online Quiz is a web application. The key concept is to minimize the amount of paper and convert all forms of Paper documentation to digital form. It can be observed that the information required can be obtained with ease and accuracy in the computerized system, the user with minimum knowledge about computer can be able to operate the system easily. The system also produces brief results required by the management. Quizzes can undoubtedly be used as a tool to test the level of student achievement in certain aspects to guide them to be more focused and motivated towards organizing self-learning that can ultimately improve their performance.

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